

Disassembly of lines 10-30 for VSR.

30862,241 \equiv F8H
 30863,143 \equiv 8FH. Start add. 8FF8H
 -28687 \equiv 36849 \equiv 8FF1
 -28674 \equiv 36862 \equiv 8FFE } 14 bytes

8FF1	21	00	70	LD HL, 7000H	; start video RAM
F4	11	01	70	LD DE, 7001H	; next
F7	21	FF	07	LD BC, 07FFH	; size of video RAM.
FA	36	55		LD (HL), 55H	; color byte.
FC	ED	00		LDIR	; Block move.
FE	C9			RET	Repeat LDI until BC=0.

NB: LDI - i assign (HL) to (DE)
 ii inc HL
 iii inc DE
 iv dec BC

LDIR - repeat LDI until BC=0.

Blockout

by B Pritchard

Blockout is a game for the unexpanded VZ 200 which will work with joysticks or from the keyboard. The object of the game is to trap your opponent by boxing him/her/it, in with the lethal trail that you (and your opponent) leave as you move around the screen.

The main points of the program are:

- Lines 10 to 30 are a short machine language which will set the whole screen white when called.
- Lines 185 to 190 initialise the variables.
- Line 195 sets up the screen.
- Line 200 checks to see if the computer has to move (otherwise it gets the players move from the keyboard or the left joystick).
- Lines 205 to 240 process the left player's movements.
- Line 245 collects the right player's move from the keyboard or the right joystick.
- Lines 250 to 285 process the right player's move.
- Lines 300 to 325 check if either player has hit a line or run off the edge of the screen.
- Lines 400 to 440 calculate and display each player's score.
- Lines 500 to 595 control the computer's movements.
- Lines 1000 onwards are the instructions and keyboard controls.

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0 REM *****
1 REM ** BLOCKOUT **
2 REM ** BY **
3 REM ** B.FRITCHARD **
4 REM ** 29/4/84 **
5 REM *****
10 FOR I=-28687 TO -28674
15 READ A:POKE I,A
20 NEXT
25 DATA 33,0,112,17,1,112,1,255,7,54,85,237,176
,201
30 POKE 30862,241:POKE 30863,143
35 CLS:PRINT TAB(7)"*** BLOCKOUT ***":PRINT
40 INPUT "INSTRUCTIONS";A$
45 IF LEFT$(A$,1)="Y" THEN 1000
50 INPUT "ONE OR TWO PLAYERS";PL
55 IF PL<>1 AND PL<>2 THEN 50
60 IF PL=2 THEN 75
65 RI$="YOU":LE$="I"
70 GOTO 185
75 INPUT "LEFT PLAYERS NAME";LE$
  
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APC 5(7) Jul 84 p 174, 175 + 176.
 1 of 3.


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80 INPUT"RIGHT PLAYERS NAME";RI$
185 X1=1:Y1=0:X2=-1:Y2=0
190 AX=0:AY=32:BX=127:BY=32
195 MODE(1):X=USR(0)
200 IFPL=1 THEN 500 ELSE A=PEEK(27000):AA=(INP(43)
AND 31)
205 IFA=239 THEN X1=-1:Y1=0
210 IFA=253 THEN X1=1:Y1=0
215 IFA=247 THEN X1=0:Y1=-1
220 IFA=223 THEN X1=0:Y1=1
225 IFAA=27 THEN X1=-1:Y1=0
230 IFAA=23 THEN X1=1:Y1=0
235 IFAA=30 THEN X1=0:Y1=-1
240 IFAA=29 THEN X1=0:Y1=1
245 B=PEEK(26700):BB=(INP(46)AND 31)
250 IFB=223 THEN X1=-1:Y1=0
255 IFB=247 THEN X1=1:Y1=0
260 IFB=253 THEN X1=0:Y1=-1
265 IFB=239 THEN X1=0:Y1=1
270 IFBB=27 THEN X1=-1:Y1=0
275 IFBB=23 THEN X1=1:Y1=0
280 IFBB=30 THEN X1=0:Y1=-1
285 IFBB=29 THEN X1=0:Y1=1
300 AX=AX+X1:AY=AY+Y1
305 IFAX<0 OR AX>127 OR AY<0 OR AY>63 THEN 400
310 IFPOINT(AX,AY)<>2 THEN 400
315 BX=BX+X2:BY=BY+Y2
320 IFBX<0 OR BX>127 OR BY<0 OR BY>63 THEN 405
325 IFPOINT(BX,BY)<>2 THEN 405
330 COLOR3:SET(AX,AY)
335 COLOR4:SET(BX,BY)
340 GOTO 200
400 BS=BS+1:W$=RI$:GOTO 410
405 AS=AS+1:W$=LE$
410 CLS:PRINT W$;" WON":PRINT
415 PRINT"LEFT SCORE","RIGHT SCORE"
420 PRINT:PRINT TAB(3)AS,TAB(3)BS
425 PRINT@451,"PRESS ANY KEY TO CONTINUE"
426 PRINT TAB(10)"(N=NEW GAME)"
430 A$=INKEY$:IFA$="" THEN 430
435 IF INKEY$=A$ OR INKEY$="" THEN 435
440 IF INKEY$="N" THEN RUN ELSE POKE 27000,0:POKE 26700,0
:GOTO 185
500 IFRND(40)<>1 THEN 510
505 IFRND(2)=1 THEN X1=RND(3)-2:Y1=0 ELSE X1=0
506 IFX1=0 THEN Y1=RND(3)-2
510 IFAX+X1<0 OR AX+X1>127 OR AY+Y1<0 OR AY+Y1>63 THEN
525
515 IFPOINT(AX+X1,AY+Y1)=2 THEN 245
525 IFAX-1<0 OR AY<0 OR AY>63 THEN A1=1 ELSE IFPOINT
(AX-1,AY)<>2,A1=1
530 IFAX+1>127 OR AY<0 OR AY>63 THEN A2=1 ELSE IFPOINT
(AX+1,AY)<>2,A2=1
535 IFAY-1<0 OR AX<0 OR AX>127 THEN A3=1 ELSE IFPOINT

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      (AX,AY-1)<>2,A3=1
540 IFAY+1>63ORAX<0ORAX>127THENA4=1ELSEIFPOINT
      (AX,AY+1)<>2,A4=1
545 IFA1=1AND A2=1AND A3=1AND A4=1THENA1=0:A2=0
      A3=0:A4=0:GOTO245
546 A1=0:A2=0:A3=0:A4=0
550 R=RND(4)
555 IFR=1ANDAX-1<-1ANDAY<-1ANDAY>64THENIFPOINT
      (AX-1,AY)=2,580
560 IFR=2ANDAX+1>128ANDAY<-1ANDAY>64THENIFPOINT
      (AX+1,AY)=2,585
565 IFR=3ANDAY-1<-1ANDAX<-1ANDAX>128THENIFPOINT
      (AX,AY-1)=2,590
570 IFR=4ANDAY+1>64ANDAX<-1ANDAX>128THENIFPOINT
      (AX,AY+1)=2,595

575 GOTO550
580 X1=-1:Y1=0:GOTO245
585 X1=1:Y1=0:GOTO245
590 X1=0:Y1=-1:GOTO245
595 X1=0:Y1=1:GOTO245
1000 PRINT@64," AS YOU MOVE AROUND THE SCREEN"

1005 PRINT"YOU WILL LEAVE A TRAIL."
1010 PRINT" YOU CANNOT RUN INTO YOUR TRAIL"
1015 PRINT",OR YOUR OPPONENTS TRAIL,OR RUN"

1020 PRINT"OFF THE EDGE OF THE SCREEN."
1025 PRINT"(DOUBLING BACK INTO YOURSELF IS"
1030 PRINT"THE SAME AS RUNNING INTO YOUR","TRAIL"
1035 PRINT" WHEN PLAYING ONE PLAYER ONLY"
1040 PRINT"(AGAINST THE COMPUTER),USE THE"
1045 PRINT"RIGHT SET OF CONTROLS"
1050 PRINT@480,"PRESS ANY KEY TO CONTINUE";
1055 A$=INKEY$:IFA$=""THEN1055
1060 IFINKEY$=A$ORINKEY$=""THEN1060
1065 CLS:PRINTTAB(6)"KEYBOARD CONTROLS"
1070 PRINT:PRINT"RIGHT PLAYER:"

1075 PRINTTAB(14)"(M)=LEFT"
1080 PRINTTAB(14)"(,)=RIGHT"
1085 PRINTTAB(14)"(.)=UP"
1090 PRINTTAB(14)"(SPACE)=DOWN"
1095 PRINT:PRINT"LEFT PLAYER:"
1100 PRINTTAB(14)"(Z)=LEFT"
1105 PRINTTAB(14)"(X)=RIGHT"
1110 PRINTTAB(14)"(C)=UP"

1115 PRINTTAB(14)"(V)=DOWN"
1120 PRINT@480,"PRESS ANY KEY TO CONTINUE";
1125 A$=INKEY$:IFA$=""THEN1125
1130 IFINKEY$=A$ORINKEY$=""THEN1130
1135 GOTO35

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APC 5(7) Jul 84

3 of 3.